

ROLLTRIS

A game entry for the annual ABBUO Software Contest 2010. Released in August 2010

Objective

Rolltris is a Tetris variation where you have to create gapless rows in order to clear them from the playfield



The difference is that you cannot move or rotate the piece that is falling. Instead you may choose rows at the bottom of the playfield and shift them to the left or right, arranging gaps for the falling pieces. The game has 10 levels with increasing pace.

The game is over when a landed piece (or part thereof) stays in the checked area of the playfield.



Controls

Title screen

Start, Esc or Shift

Start game

ingame

Esc or Shift

Joystick up/down or UP

Joystick left/right or LEFT

Esc

Drop tile

Select row

Shift selected row to the left/right

Abort game

Scoring

Piece falling down slowly	1 point per row in 1 st level, 2 points in 2 nd level, etc.
Piece dropping a piece	double the slow fall (use this to increase your overall score)
Clearing a single row	100 points
Clearing two rows at once	400 points
Clearing three rows at once	1000 points
Clearing four rows at once	2500 points

Requirements

Abs: 8-bit computer with 64 KiBytes of RAM, a joystick or a keyboard. Tested on PAL 50Hz/60Hz modes. Should work on NTSC (further testing required). The game detects the videostandard and adjusts music and gameplay speed accordingly. Therefore, the scores should be comparable between PAL and NTSC systems.

Authors

Code and idea by Marek Pavla (MMP)
Graphics, music and documentation by Zdeněk Procházka (PO)
Dedicated by the authors plus Harel Orlitzky (Salem) and Fankiel Houri (Faniel). Thank you!



Quick Facts

- The development of the game started on August 18, 2019, 21 days before the deadline. The game was finished just on the day of the ABitUC Software Contest deadline.
- It was MMP's idea to revert the classic Tetris controls.
- The tunes used are Amiga modules imported to FM7: title screen music: Jacoby June 5th by FredDriessig, 2001; ingame music: Beyond Music by C-Galaxy, 1991.
- Each of the 7 standard tetris pieces has a different color. This is achieved by the now well known trick of coloring certain playfield objects by ORing with PMGs (known as PRORG). This makes it possible to have up to 21 colors in a tile while the used Amiga (16kx240) mode offers 5 colors as a standard.
- There are 10 levels in the game.
- If you want to stay at the current level as long as possible, keep using fast dropping of pieces as much as possible. This way you will get much higher score per level.

Link to video sample

<http://youtu.be/7D59Gv4NTE>